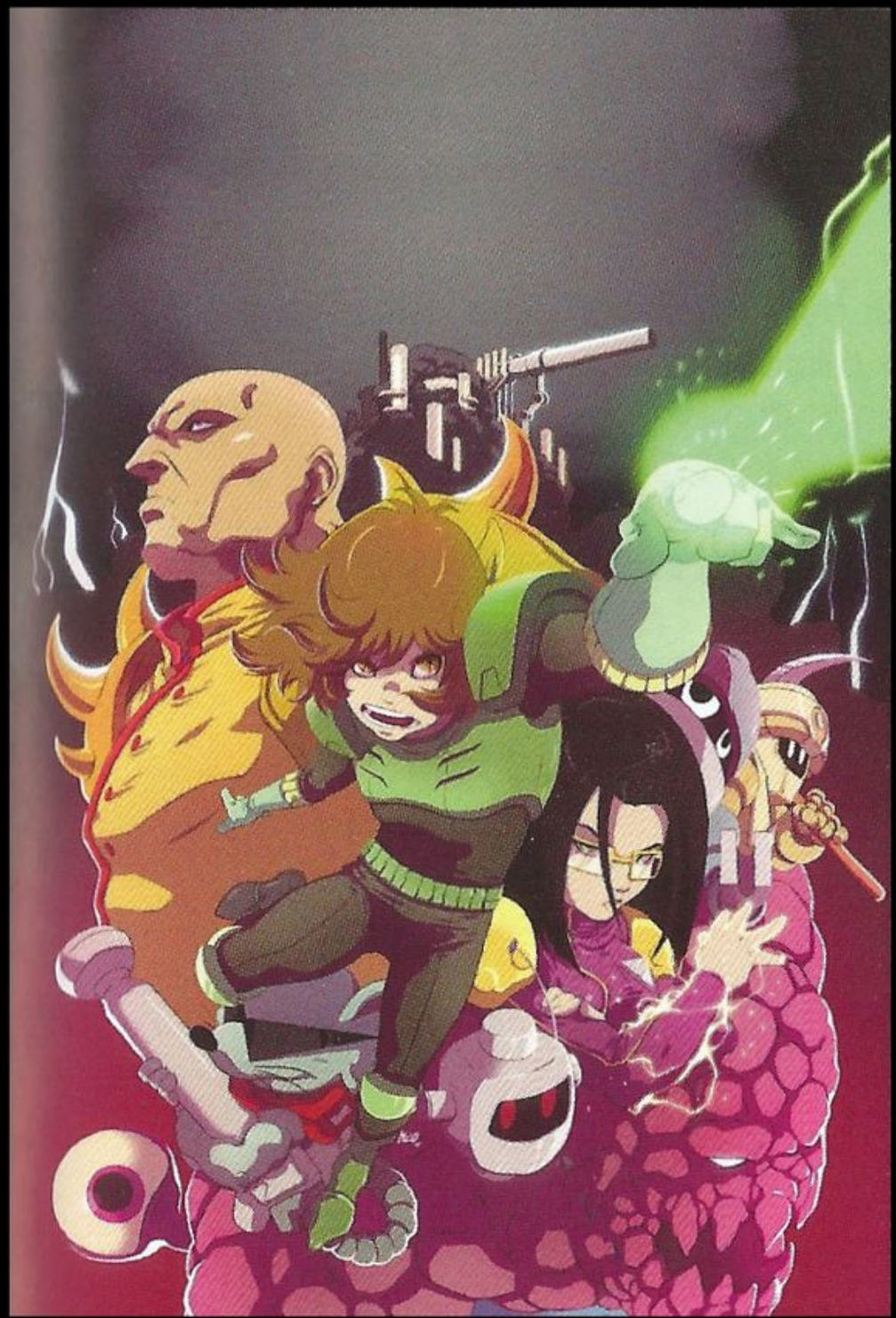


BATTLE KID 2
Mountain of Torment

Manual of operation

Sivak GAMES

A FEW WORDS FROM THE DEVELOPER

Greetings, NES enthusiast!

Welcome to my fifth, and largest game I have done to date. After much positive reception from Battle Kid: Fortress of Peril, I decided to make this sequel. It all started in July of 2010. After almost two years of development, I'm happy to bring you this game.

Even though I had learned a lot about programming platform games from the first Battle Kid, I learned even more with this game. This game was definitely a lot of fun to make.

There were certainly challenges when making the game, but nothing that ever made me want to stop. I'm very pleased with how the game turned out and I hope you will enjoy playing it as much as I enjoyed making it.

Thanks for your purchase of this cart and enjoy the game.

TABLE OF CONTENTS

The Story 1
Playing the game 2
Item pickups 5
Non-lethal objects 7
Enemies 8
Bosses 13
Main villains 17
Cartridge information 18
Game credits 19
Memo 20

THE STORY

After uncovering a plot to build a Supermech, a powerful robotic weapon, Timmy had ventured to the perilous fortress of Il'Akab and after many difficult battles, he managed to destroy the Supermech. After the battle, the individuals behind its construction had escaped from the fortress, except for one member named Chester Donovan. Timmy took him captive and returned back to Disch Corp in hopes of learning the plans of the vile group. Donovan wouldn't say anything so Timmy's friend, Dr. Tina Byers, had used a special truth serum in an effort to learn what the group was planning.

Several weeks later, and after much resistance, Donovan eventually revealed the group's plans. The group was intending to finish construction of a mega-cannon, which was going to be a secondary weapon, but became their main focus when the Supermech was destroyed. If completed, this cannon would have enough power to destroy cities.

However, the group still lacks components for the cannon. One night, an alarm sounds in the warehouse complex in G-1 City and Timmy heads over there to try and stop the group from completing their sinister objectives...

...and thus the story begins.

PLAYING THE GAME

Upon reaching the title screen, you may start a new game or input a password if you have one. There are five difficulties that may be selected for a new game.

Difficulty descriptions
Easy: Infinite lives, 3 hitpoints, must don a pink suit
Normal: Infinite lives, 1 hitpoint
Hard: 65 lives, 1 hitpoint
Very hard: 25 lives, 1 hitpoint
Unfair: 1 life, 1 hitpoint

Easy and Normal difficulties give passwords to continue a session later. Hard, Very hard, and Unfair must all be completed in one session. Easy difficulty also allows Timmy to take 3 hits before dying, with a few exceptions. These are: Spikes of any kind, touching the body of any large boss, and touching a turbine. Once Timmy's hitpoints are exhausted, a game over screen will appear.

For passwords, you simply select a character with the cursor and press A to input it. B will move the input back one space. When the desired password is input, press the start button to validate it. You can also press the select button to return to the title screen. Upon entering a valid password, you may optionally input a death counter password. This password is 4 digits long, and actually corresponds to the hexadecimal value of the number.

Both a password and death counter password are given on the game over screen or whenever Timmy uses a continue point. All passwords are exactly 10 characters long.

PLAYING THE GAME - CON'T

Controls during gameplay

Left/right: Move in that direction
A: Jump
B: Fire
Up: If you have the feather fall, hold up to fall slower. Also used to interact with objects such as continue points or teleporters.
Down: If you have the wall grip upgrade, hold down and press A to let go of the wall without jumping while gripped to a wall.
Start: Pause/unpause the game.
Select: While paused, press this to bring up the comm unit menu. (see below)

Comm Unit

This screen is accessed after pausing the game and pressing select. From here, you can view the map of the area you are in (if you have one), view your current objective, and configure controls with the wall grip. This screen will also show your current death counter and how much time has elapsed for the current game session.

PLAYING THE GAME - CON'T

Nonagrams: These act as continue points. Simply stand within the starry field underneath them and press up. The nonagram will turn green and give you a password and death counter password.

Teleport rooms: Upon entering one of these rooms for the first time, the teleporter will activate. Simply stand within the area in front of the portal and press up. This will bring up a selection of teleporters you have accessed. Simply pick the one you want and press A. You can also press B to cancel teleporting.

ITEM PICKUPS

Coordinate Display: Your X,Y position on the map is shown in the top right.

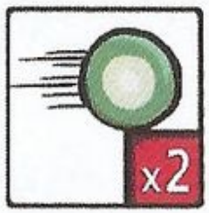
Wall Grip: Allows you to cling to certain walls. You must be in the air to do this. When you are on a wall, you cannot move, but you can still shoot in the direction you are facing. To let go of a wall, you can either jump or you can hold down and press A to let go without jumping.

Feather Fall: Allows you to fall slower while holding the up button.

X-Sludge: Allows you to move freely in sludge as if it were water.

Double Jump: Allows you to perform one extra jump while in the air.

ITEM PICKUPS - CON'T



Damage Amp: Doubles your attack power.

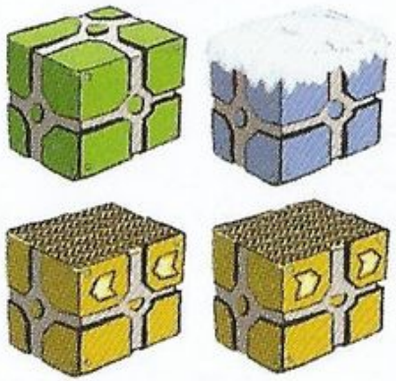
Triple Jump: Allows you to perform two extra jumps while in the air.

Keys: Possessing a key will allow you to shoot and destroy numbered blocks corresponding to the key's number.

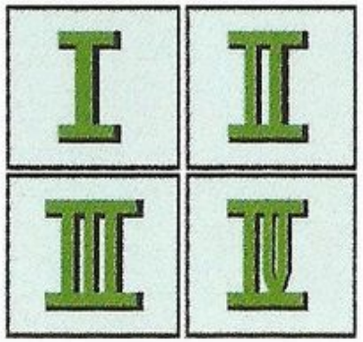
Orrexium shard: A mysterious crystal that can amplify power, but may only be used once before becoming inert.

NON-LETHAL OBJECTS

Glass Block: These blocks will crack when Timmy steps on them and then shatter completely very shortly afterwards.



Disappearing Blocks: These blocks will appear and serve as platforms for a brief time. They will then disappear. The blocks can be solid, topped with ice, or topped with conveyor belts.
Note: If Timmy is within the space of a block when it appears, the block WILL NOT become solid until he moves off its space.

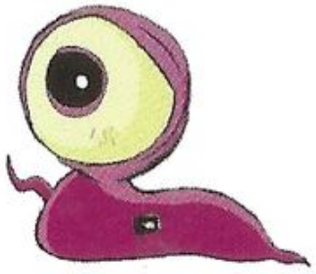


Number Blocks: These blocks will generally prevent access to certain areas. Timmy must possess a corresponding key in order to shoot and destroy these blocks.

ENEMIES

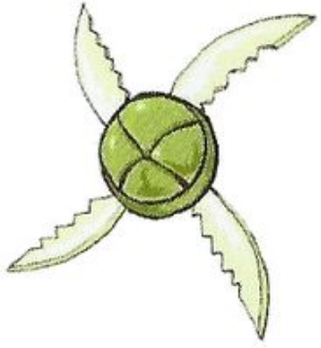
Chrome Drone

These robots wander around back and forth.



Eye Guy

These creatures will stay in place with their eye closed. During this time, they are invulnerable. They will briefly open their eye to fire a shot out and will then be vulnerable.



Razor Drone

These machines will move continuously around the perimeters of solid surfaces. They can move at variable speeds and are invulnerable.

Eye Sniper

These creatures fly in place and will periodically fire aimed shots at Timmy.

Bouncy Ball

They will bounce either horizontally or vertically off solid surfaces endlessly and can move at variable speeds.

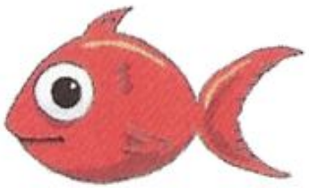
Gunner Drone

These robots will patrol an area and periodically fire a bullet in the direction they are facing.

ENEMIES - CON'T

Tri-gunner Drone

These robots will patrol an area and periodically fire a spread shot of 3 bullets in the direction they are facing.

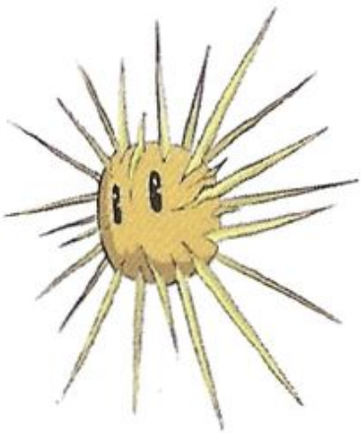


Zig-zag Zander

These fish will generally enter the room from the sides or sometimes from a source. They move in an arcing pattern.

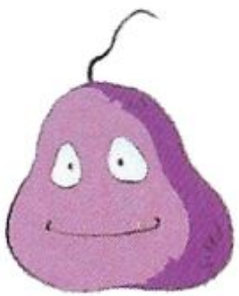
Pickaxe Chuck

These miners will stand in place and periodically throw a pickaxe forward. Upon hitting something solid, the pickaxe will fall down. The pickaxe is invulnerable.



Roundabout Urchin

They will float in place and will continuously fire 2 spines in opposite directions and will rotate the angle at which they fire them. The rate of rotation can vary by urchin.



Sqlungy

These blobs can walk on floors or ceilings. If Timmy is above or below them, respectively, they will stop and lunge vertically at him. They will not walk off edges.

Immortal Jelly

These blobs will slowly patrol an area. After losing all health, they will dissolve into a harmless puddle, but will rise again after some time passes and with reduced health. They can never be killed.

ENEMIES - CON'T

Queex

These rat men will patrol an area and will fire 3 fast shots if they either see Timmy or are shot by him. They will not walk off edges.

Bone Spear

These spears will quickly come out from holes in the ceiling or in the floor and then retract. The rate they can come out at varies.

Spirit Conjurer

They will stand in place and can summon Stalking Spirits to chase Timmy. Killing all conjurers on screen is the only way to destroy the spirits they summon.

Stalking Spirit

These are the spirits summoned by Spirit Conjurers. They slowly chase Timmy around and Timmy's shots will pass through them.

Rune Spectre

These mysterious wizards will hover around, periodically firing an aimed, magical shot. This shot can destroy a certain block that has a special rune on it.

To'skuuth

These winged skulls will appear, fire an aimed shot, and then disappear. They do not move otherwise.

ENEMIES - CON'T

Orbit Drone

These robots will move in a continuous circle. Their speed and the radius of the circle can vary. They are invulnerable.

Triphozoa

These jellyfish will move up and down and can fire a shot. This shot will aim, move in a slow, short burst, then stop to aim again, moving in a faster burst, then stops and aims one final time.

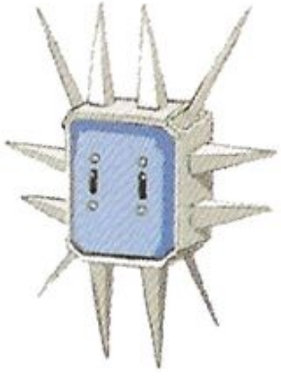
Frost Kuma

They will patrol an area, periodically spitting an arcing shot in the direction they are facing. They will not walk off edges.

Yeti

They stand in place and will create and throw ice blocks with their hands. The block will move along the ground quickly, bouncing off any solid surface it hits. After 4 bounces, the block will crack. Hitting a solid surface one final time will destroy the block. The block is invulnerable to Timmy's shots.

ENEMIES - CON'T

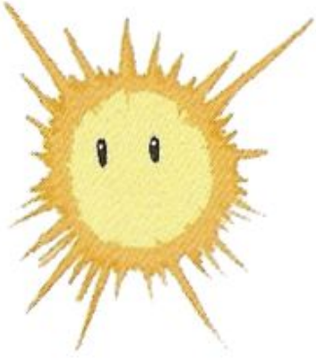


Spiked Crusher

These traps stay in place until Timmy comes into their line of sight, after which they will move towards him quickly. They can move based on what sides the spikes are on. They are invulnerable.

Stalker Drone

These robots will spawn from a source. They can move through walls and will chase Timmy around. They can move at variable speeds.



Voltsphere

These balls of energy will very slowly chase Timmy around. They will stop to shoot out 2 aimed shots, though these shots spread outward.

Turbine

These devices are generally under water or sludge. The blades will warm up and then spin quickly, sucking Timmy towards them if he is in their line of sight. If Timmy is in the air, the pull is stronger. They cannot pull Timmy from a wall grip wall if he is gripped to it. Touching the blades is instantly fatal, even on easy difficulty.

BOSSES

Gneiss Golem

This large golem is borne out of the very rock of the mountain. It is kept animate by the sapphire gem in its chest cavity. The gem can fire various shots and the golem can spit out rocks that will move forward and fall down when directly above Timmy.

Verdigrime

This giant entity of sludge guards the end of the sewers. It can fire aimed shots from its eyes, spit out a volley of shots from its mouth, or even make a small piece of itself fly off to the ceiling that will form into a miniature version of itself that will walk along the ceiling and rain down deadly shots for a short while. Verdigrime is immune to Timmy's shots. Timmy must instead attack the core of the generator underneath it.

BOSSES - CON'T

Hantairei'mos

Also known as the polarity spectre, he is found at the end of the haunted shrine. He can attack with various magic, fly at Timmy quickly, and can teleport around the room. If he touches his magic orb, it can either grant him more power or disrupt his ethereal state. Timmy can attack the orb to toggle its light or dark state.

Lobsterbot

This machine is found at the end of the aquatic base. It can fire sparks from its left claw or shots from its right one. It can also fire shots from its sides which will fall from the ceiling quickly. It can only be harmed by shooting its face.

BOSSES - CON'T

Misha

He is found at the end of the ice caverns and gets enraged when anyone wakes him up. He can jump around, throw snowballs, call icicles down from the ceiling, or toboggan along the floor very quickly.

Doppelganger Constructor

This machine can analyze Timmy's DNA and create clones of him. The clones can also mimic the various abilities Timmy has. The machine can make numerous clones in an attempt to swarm Timmy. At the sacrifice of energy, the constructor can even create more powerful clones. Timmy can only defeat this machine by making it exhaust its energy creating clones.

BOSSES - CON'T

Muckswimmer

These large bugs live in sludge and hide in the tubes scattered throughout the room. When they emerge, they can swim very quickly to attack or they can spit out aimed shots.

Pinkface

A very mysterious being found only where the most worthy dare venture. It can attack with magic projectiles based on the shape of the crest on its forehead and can change the floor in its room at will.

MAIN VILLAINS

Helga Kraftie

The warrior of the vile group. Preferring direct combat, she can use various electrical attacks to combat her opponents and can create an electric field around her body and uses the energy to charge forward quickly. When electrified, she is invulnerable.

Ivan Mekanovich

He is a skilled engineer and the brains of the vile group. Despite being strong, he will only combat opponents in various machines he has built. He has confidence that his machines are unmatched.

CARTRIDGE INFORMATION

This cartridge includes the Ciclone multi region lock out chip. If your system is blinking, but shows video, try pressing the reset button. This will tell the Ciclone to try the next region. When the correct region is found, it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking, your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that will damage it.

GAME CREDITS

Programmer, story, level designer, music, & sound effects: Sivak

Graphics and enemy design: David Fiondella, Matthew L. Larson, Sivak
Cutscene art: Armen Mardirossian, Matthew L. Larson

Assembler: NESASM
Music engine: DragNSF 2.0
Cart production: RetroZone

Label artwork: Metal Hanzo
Manual artwork: Armen Mardirossian

Testers: Ross Burdge, Nathan Graybeal, Hilmarf, Matthew L. Larson

Inspired by: I Wanna Be the Guy

Special thanks: bbitmaster, Disch, Kayin, Berserker, Caitsith2, Doynax, Jim Hepler, Kooper Koushiro, Jeroen van de Schraaf, Julius Riecke, Nils Artishdad, Ultra JMan, Wolfman11983, ZeromegamanX, 6502.org, All-Bit Gamers, All Gen Gamers, Famitracker, NESDev, Nintendoage.com, Retroware TV, Screwattack.com

And thanks to all who have supported the project!

MEMO

©2010 - 2012

Sivak GAMES

http://sivak.nintendoage.com

Cartridge produced by RetroZone
http://www.retrousb.com